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Notes:
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CLAIM + DETAILED DESCRIPTION

[Claim(s)]
[Claim 1] Consist of a communications network and two or more game machines which ****** data through this communications network, and, in said communications network, said two or more game machines including a digital radiophone network at least A communication line establishment means, The communication type game system including a data display means, a data input means, and the data-processing means for pitched-against each other type games.
[Claim 2] The communication type game system according to claim 1 by which said game machine is equipped with the character creation means.
[Claim 3] The communication type game system according to claim 2 by which said character creation means consists of a central operation processing means, a software memory means for character creation, and a character memory means.
[Claim 4] The communication type game system according to claim 1 by which said data-processing means for pitched-against each other type games consists of a central operation processing means, the software memory means for pitched-against each other type games, a basic data memory means, and a game history memory means.
[Claim 5] Said digital radiophone network is a mobile communications network, and at least one of said two or more game machines contains a cellular-phone system terminal machine. The communication type game system according to claim 1 by which this cellular-phone system terminal machine is equipped with said communication line establishment means, said data display means, and said data input means.
[Claim 6] Said digital radiophone network is a personal handy phone system communications network. The communication type game system according to claim 1 by which this personal handy phone system terminal machine is equipped with said communication line establishment means, said data display means, and said data input means by at least one of said two or more game machines including a personal handy phone system terminal machine.
[Claim 7] At least one of said two or more game machines consists [said communications network] of a fixed-line telephone machine of an analog form, and attached equipment for games including an analog track telephone network further. The fixed-line telephone machine of said analog form is said communication line establishment means, and said attached equipment for games Said data display means, The communication type game system [equipped with said data input means and said data-processing means for pitched-against each other type games] according to claim 1 by which the fixed-line telephone machine of said analog form and the attached equipment for games are connected to an analog track telephone network through a distribution machine.
[Claim 8] Consist of a communications network and two or more game machines which ****** data through this communications network, and, in said communications network, said two or more game machines including a digital radiophone network and a provider at least A communication line establishment means, This data-processing means for pitched-against each other type games including a data display means, a data input means, and the data-processing means for pitched-against each other type games A central operation processing means, The communication type game system which it consists of a basic data memory means and a game history memory means, and said provider establishes the communication line between one game machine in two or more game machines, and other unspecified game machines, and includes the software memory means for pitched-against each other type games.

[Detailed Description of the Invention]
[0001]

[Field of the Invention] This invention relates to the communication type game system for performing a pitched-against each other type game among two or more game machines through a communications network. Furthermore, it is related with the communication type game system which can perform a pitched-against each other type game in detail using the game machine containing a cellular-phone system terminal machine or a personal handy phone system terminal machine.

[0002]

[Description of the Prior Art] Usually, in order for two or more operators to perform one pitched-against each other type game, operation is performed using two or more operator input devices connected to one main part of a game machine through the cable. And advance of the game was built in the main part of a game machine, or is checked with one display device connected to the main part of a game machine. On the other hand, two or more main parts of a game machine having an operator input device and a display device may be connected through a cable, and a pitched-against each other type game may be performed.

[0003]

[Problem to be solved by the invention] Conventionally, in order for two or more operators to perform one pitched-against each other type game, it is necessary to connect two or more game machines through a cable. Therefore, two or more operators need to move to the place on which the main part of a game machine was put. As a result, a game may not be made when the case where an operator cannot move, and movement take time according to a geographic factor.

[0004] This invention solves this problem, and it aims at offering the communication type game system which can perform one pitched-against each other type game by two or more operators, without being restrained by a geographic factor.

[0005]

[Means for solving problem] The communication type game system of this invention consists of a communications network and two or more game machines which ****** data through this communications network, and, in said communications network, said two or more game machines including a digital radiophone network at least A communication line establishment means, A data display means, a data input means, and the data-processing means for pitched-against each other type games are included.

[0006] Moreover, said game machine is equipped with the character creation means.

[0007] Furthermore, said character creation means consists of a central operation processing means, a software memory means for character creation, and a character memory means.

[0008] Moreover, said data-processing means for pitched-against each other type games consists of a central operation processing means, the software memory means for pitched-against each other type games, a basic data memory means, and a game history memory means.

[0009] Moreover, said digital radiophone network is a mobile communications network, and this cellular-phone system terminal machine is equipped with said communication line establishment means, said data display means, and said data input means by at least one of said two or more game machines including a cellular-phone system terminal machine.

[0010] Moreover, said digital radiophone network is a personal handy phone system communications network. This personal handy phone system terminal machine is equipped with said communication line establishment means, said data display means, and said data input means by at least one of said two or more game machines including a personal handy phone system terminal machine.

[0011] Moreover, at least one of said two or more game machines consists [said communications network] of a fixed-line telephone machine of an analog form, and attached equipment for games including an analog track telephone network further. The fixed-line telephone machine of said analog form is said communication line establishment means, and said attached equipment for games Said data display means, It has said data input means and said data-processing means for pitched-against each other type games, and the fixed-line telephone machine of said analog form and the attached equipment for games are connected to an analog track telephone network through a distribution machine.

[0012] The communication type game system of this invention consists of a communications network and two or more game machines which ****** data through this communications network. In said communications network, said two or more game machines including a digital radiophone network and a provider at least A communication line establishment means, This data-processing means for pitched-against each other type games including a data display means, a data input means, and the data-processing means for pitched-against each other type games A central operation processing means, It consists of a basic data memory means and a game history memory means, and said provider establishes the communication line between one game machine in two or more game machines, and other unspecified game machines, and the software memory means for pitched-against each other type games is included.

[0013]
[Mode for carrying out the invention] Below, the form of operation of the communication type game system of this invention is explained.
[0014] The form 1 of operation of the communication type game system of this invention is explained referring to the form 1. Drawings of operation. Drawing 1 is the explanatory view showing the form 1 of operation of the communication type game system of this invention. In drawing 1 , 1 shows the 1st game machine, 2 shows the 2nd game machine, and 3 shows a communications network. Interconnection of the 1st game machine 1 and 2nd game machine 2 is carried out through a communications network 3.
[0015] The 1st game machine 1 and 2nd game machine 2 include a communication line establishment means, a data display means, a data input means, and the data-processing means for pitched-against each other type games, respectively. Said communication line establishment means, for example The Nippon Telegraph and Telephone CORP. communications network The personal handyphone system terminal machine which can be set (for it to be hereafter called the "NTT communications network") (It is hereafter called a "PHS terminal machine") etc. -- when a personal handy phone system terminal machine realizes, a data display means is the display device built in the PHS terminal machine, and a data input means is the keypad built in the PHS terminal machine. Furthermore, a communications network 3 is a PHS communications network which is a personal handy phone system communications network.
[0016] Furthermore, the 1st game machine 1 and 2nd game machine 2 are equipped with the data processing equipment for data-processing means slack waging-war type games for pitched-against each other type games, respectively. [this data processing equipment for pitched-against each other type games (only henceforth "the data processing equipment for games")] for example, central operation processing -- a means -- CPU and the software memory for pitched-against each other type games -- a means -- ROM and basic data memory -- a means -- the 1st RAM and game history memory -- a means -- it consists of the 2nd RAM. Drawing 2 is the explanatory view showing an example of the 1st game machine of drawing 1 . in drawing 2 -- 1a -- CPU and 11b show ROM, 11c shows the 1st RAM, and, as for the data processing equipment for games, and 11a, a PHS terminal machine and 1b show 11d of the 2nd RAM. In addition, you may use ROM11b as the software memory means for pitched-against each other type games, and a basic data memory means. In this case, it is not necessary to prepare 1st RAM11c.
[0017] The PHS terminal machine 1a establishes the communication line between game machines through a communications network, and performs ****** of data. CPU11a is connected to the PHS terminal machine 1a. CPU11a receives the data from the PHS terminal machine 1a, or ROM11b, After reading required data from 1st RAM11c and 2nd RAM11d and performing predetermined processing, the data after processing is transmitted to the PHS terminal machine 1a, or data is written in 1st RAM11c and 2nd RAM11d. Moreover, the basic data memorized by 1st RAM11c contains the message from an operator to an operator's name, age, sex, and a waging-war person etc., for example. In addition, an operator can input basic data into a game machine beforehand, and can always change it into it.
[0018] A number reliance game is explained for how to use the communication type game system of this invention, and to perform a pitched-against each other type game next, as an example of a pitched-against each other type game.
[0019] First, between two game machines, the operator (only henceforth "the 1st operator") of the 1st game machine performs operation usually performed, in order to establish a communication line between [of two] PHS terminal machines, and he establishes the communication line between two game machines. The call number of the 2nd game machine is inputted into a PHS terminal machine, using a keypad etc. as an example of said operation usually performed, and there is operation of transmitting towards a communications network. Subsequently, the 1st operator and the operator (only henceforth "the 2nd operator") of the 2nd game machine start the data processing equipment for games using the function key contained in a keypad.
[0020] In this Description, the state where the game machine is performing only ****** of the sound usually performed using a PHS terminal machine is called "communication mode", and the state where the data processing equipment for games of the game machine was started is called "game mode." When both operators change a game machine from communication mode to game mode, the intention that the 1st operator wants to perform a pitched-against each other type game to the 2nd operator is conveyed by ****** of a screen display or a sound and consent is obtained from the 2nd operator, you may start the data processing equipment for games. Moreover, when the communication line between two game machines is established, the 1st operator changes the 1st game machine to game mode. When the 2nd game machine receives the data in which it is shown that the 1st game machine is changed to game mode, the 2nd operator may change changing [the 1st game machine]-to game mode ****, and the 2nd game machine to game mode.
[0021] When said 1st game machine and the 2nd game machine are changed to game mode, and advancing a

game, the game machine used as parent equipment is automatically chosen from the 1st game machine and 2nd game machine. For example, it can set up so that the game machine which performed operation needed in order to establish a communication line between two game machines may serve as parent equipment. When this setup is followed, with the form of this operation, the 1st game machine serves as parent equipment. Furthermore, when the 1st game machine and 2nd game machine are changed to game mode, the basic data automatically inputted into the 1st game machine is transmitted to the 2nd game machine, and the basic data inputted into the 2nd game machine is transmitted to the 1st game machine.

[0022] The 1st operator chooses a desired game from two or more games memorized by ROM of the 1st game machine which is parent equipment using the keypad built in the PHS terminal machine, or performs a condition setup about a game if needed. At this time, display devices, such as a liquid crystal display built in the PHS terminal machine, play the role of the display device of the data processing equipment for games. As an example of said condition setup, there are the number of a number and the digit number of a number to apply. Moreover, the 1st game machine always sends the data in which the process to game starts, such as selection of a game and a condition setup, is shown to the 2nd game machine. With the display device of the 2nd game machine, the 2nd operator can check the process to a game start.

[0023] With a game start, the 1st operator and 2nd operator input a desired number using a keypad according to the display of a display device. The 2nd operator's input of a desired number will send the data in which the number which the 2nd operator inputted immediately is shown to the 1st game machine. The data processing equipment for games of the 1st game machine compares the number chosen at random within this data processing equipment for games with the number which the 1st operator and 2nd operator inputted, respectively. The picture or message which shows a victory to the display device of the operator who inputted the same number as said number chosen at random is displayed, and the picture or message which shows defeat is displayed on the display device of the operator who inputted said number chosen at random and a different number. Game histories, such as basic data of the time and the waging-war partner who performed the game to the 2nd RAM of each data processing equipment for games of the 1st game machine and the 2nd game machine, and victory or defeat, are memorized simultaneously.

[0024] For example, the number chosen at random within the data processing equipment for games of the 1st game machine is "7", the number which the 1st operator inputted is "7", when the number which the 2nd operator inputted is "1", the 1st operator turns into a winner and the 2nd operator turns into a loser. Moreover, you may also display simultaneously the number and victory or defeat which the waging-war partner inputted on a display device among a game.

[0025] Whenever a game carries out the end of the first game, it is checked to the 1st operator and 2nd operator whether a game is continued or not. Moreover, you may check only to the 1st operator who operates parent equipment. When ending a game, the 1st operator and 2nd operator should just change each game machine from game mode to communication mode. This change is performed using the function key contained in a keypad.

[0026] Finally, in order to cut the communication line between game machines, the predetermined operation key for cutting the communication line contained in a keypad like the usual PHS terminal machine is pressed. In addition, after changing a game machine from game mode to communication mode, you may perform communication with a sound between the 1st operator and the 2nd operator using a PHS terminal machine. In this case, the 1st operator (or the 2nd operator) should just convey the intention of wanting to perform communication with a sound to the 2nd operator (or the 1st operator) by ****** of a screen display or a sound.

[0027] With the form of this operation, the display device and keypad which were built in the PHS terminal machine as a data display means and a data input means are used. However, a predetermined terminal is prepared in a game machine, the liquid crystal display of a color display or monochrome display may be connected to this terminal as a data display means, for example, and a manual operation button may be prepared in this liquid crystal display as a data input means. By connecting said liquid crystal display to games, operation can be done more smoothly and progress of a game can be checked on a bigger screen.

[0028] Moreover, the kind of game which can be used by exchanging ROM in the data processing equipment for games is changeable. Furthermore, a part of software for games which ROM can be made to memorize the new software for games through a communications network and a PHS terminal machine, and has already been memorized can also be corrected, without exchanging ROMs, when the capacity of ROM can fully secure.

[0029] Moreover, if a communication line is unestablishable again within predetermined time when the communication line between two game machines is disrupted in a game, a game is interrupted and the information about this game is eliminated automatically.

[0030] Since the communication type game system of this invention performs a pitched-against each other type game through a PHS network using two game machines which contain a PHS terminal machine, respectively, it can perform a pitched-against each other type game, without being restrained by a geographic factor.

[0031] form 2. of operation -- below, the form 2 of operation of the communication type game system of this invention is explained.
[0032] With the form 1 of the above-mentioned operation, although the communication line establishment means is realized by the PHS terminal machine, you may use a cellular-phone system terminal machine (only henceforth a "handheld device"). In this case, a mobile communications network is used as a communications network. Furthermore, a PHS terminal machine may realize the communication line establishment means of one game machine between two game machines, and a handheld device may realize the communication line establishment means of the game machine of another side. In this case, a PHS communications network and a mobile communications network are used as a communications network.
[0033] Moreover, a handheld device or a PHS terminal machine may realize the communication line establishment means of one game machine between two game machines, and fixed-line telephone machines, such as an ordinary phone machine in the NTT communications network, may realize the communication line establishment means of the game machine of another side, for example. Drawing 3 is the explanatory view showing an example of the game machine in the form 2 of operation of the communication type game system of this invention. in drawing 3 -- 4a -- an ordinary phone machine and 4b -- the attached equipment for games, and 4c -- a distribution machine and 14a -- CPU and 14b -- ROM and 14c -- the 1st RAM and 14d -- the 2nd RAM and 14e -- a data display -- a means -- a display device and 14f -- data input -- a means -- an input device is shown. Said display device is a liquid crystal display of for example, a color display or monochrome display, and said input device is a manual operation button. When using the ordinary phone machine 4a, a game machine consists of the distribution machine 4c, an ordinary phone machine 4a which is a fixed-line telephone machine connected to one terminal of this distribution machine, and attached equipment 4b for pitched-against each other type games connected to the terminal of another side of said distribution machine.
[0034] The distribution machine 4c divides the received data into the data which should be transmitted to the ordinary phone machine 4a, and the data which should be transmitted to the attached equipment 4b for pitched-against each other type games. Moreover, the data transmitted from the attached equipment 4b for pitched-against each other type games is inputted into the circuit for the ordinary phone machines 4a through the distribution machine 4c. The distribution machine 4c may be equipped with the function in which the end discontinuation of the game is carried out and it can telephone to the 3rd person when the telephone call has been got from the 3rd person into a game. In this case, the distribution machine 4c contains a means to tell having got the telephone call from the 3rd person by sound or light, and the changeover switch for establishing a communication line with the 3rd person.
[0035] In the form of this operation in order to establish the communication line between two game machines Usually, what is necessary is to input the call number of the operation needed in order to establish a communication line between a handheld device and an ordinary phone machine, for example, a handheld device, and an ordinary phone machine using a keypad etc., and just to perform operation of transmitting towards a communications network.
[0036] Said terminal 4b for pitched-against each other type games may be equipped with the still more nearly same function as a handheld device or a PHS terminal machine. In this case, indoors, the circuit for ordinary phone machines may be used and you may use it on a place or the outdoors without an ordinary phone machine like the game machine with which the communication line establishment means is realized by the PHS terminal machine as shown in the form 1 of operation.
[0037] form 3. of operation -- below, the form 3 of operation of the communication type game system of this invention is explained.
[0038] With the form 1 of the above-mentioned operation, the 1st operator performed operation needed in order to establish a communication line between [of two] PHS terminal machines, and has established a partner's specific game machine and specific communication line. The form of this operation explains the communication type game system in the case of playing a match against an unspecified partner.
[0039] Drawing 4 is the explanatory view showing the form 3 of operation of the communication type game system of this invention. In drawing 4 , the same part as drawing 1 is shown using the same mark. Moreover, 3a shows the provider contained in a communications network 3. This provider means what can establish a communication line between one terminal in two or more terminals beforehand registered into the provider, and other unspecified terminals. For example, it is quicker by connecting with a specific provider, and when the Internet is also a relay point for acquiring the target information at a low price (communication charges), it is used.
[0040] When the 1st operator plays a match against an unspecified partner, the signal which shows Provider 3a desiring waging war with an unspecified partner first is sent. If this signal is received, all the communication lines in Provider 3a will be searched, and it is investigated whether there is any operator who expects waging war with

an unspecified partner to others. When absent, the 1st game machine will be in a standby state until other operators send the signal which shows Provider 3a desiring waging war with an unspecified partner. At this time, one communication line in Provider 3a will be in a standby state. When it is, a communication line is established through Provider 3a between the 1st game machine, and the other operators' game machine, i.e., 2nd game machine.

[0041] When a communication line is established, and advancing a game, the game machine used as parent equipment is automatically chosen from the 1st game machine 1 and 2nd game machine 2. In the form of this operation, when a communication line is established between two game machines, let a direction with the sufficient sensitivity of ****** of data be a main phone, for example.

[0042] Furthermore, when sending a signal to Provider 3a, the signal which shows the game which the operator chose is also sent simultaneously, and you may prevent from establishing a communication line between the game machines of the operator who chose a mutually different game.

[0043] In the form of this operation, the provider is used as what establishes a communication line between one terminal and other unspecified terminals. However, you may prepare a provider further the software memory means for pitched-against each other type games. In this case, it is not necessary to prepare the software memory means for pitched-against each other type games in a terminal, and the terminal should just be registered into the provider. A provider also plays a role of parent equipment while functioning as what establishes a communication line between one terminal and other unspecified terminals. All the terminals function as the data display means for only going on a game, a game input means, a basic data memory means, and a game history memory means at the time of game mode.

[0044] In the form of this operation, waging war with an unspecified partner is realized by preparing a provider into a communications network. However, without minding a communications network, the relay place only for a communication type game system of this invention may be prepared, and the communication line between two game machines may be established through this relay place. In this case, the operator needs to register a game machine into a relay place.

[0045] According to the form of this operation, an unspecified partner and an unspecified pitched-against each other type game can be performed, without being restrained by a geographic factor.

[0046] form 4. of operation -- below, the form 4 of operation of the communication type game system of this invention is explained. Drawing 5 shows the same part as drawing 2 in drawing 5 using the same mark. Moreover, ROM (only henceforth "Character ROM") whose 5 is a character creation means and whose 15a is a software memory means for character creation, and 15b show RAM (only henceforth "Character RAM") which is a means to memorize the created character. Moreover, the character creation means 5 also includes the central operation processing means, and assumes that CPU11a of the data processing equipment 1b for games is equipped also with the function as a central operation processing means of the character creation means 5 in the form of this operation. When said character performs a game, it means the characters (for example, the humans, the animal, or goods shown roughly) of the game which shows the stages of progress or victory or defeat of a game. The game machine is equipped with the character creation means in the form of this operation. By this character creation means, the operator can create the character of the desired appearance. Moreover, to the data about the character beforehand memorized by Character ROM, an operator can add various conditions, can change the appearance of a character etc., and the character of the desired appearance can also be created. As an example of the conditions added to a character, there are sex, age, the form feature, a color, etc. of a character. The created character is memorized by Character RAM.

[0047] When the game machine is equipped with the character creation function and an operator loses a game, The data about a character is automatically transmitted to a waging-war person, the character RAM in a waging-war person's game machine memorizes, and the data about this character is automatically eliminated from the character RAM of the operator who lost the game. When two or more characters are memorized by Character RAM, and it loses, the character transmitted to a waging-war person can be selected beforehand.

[0048] Moreover, the character which the operator created can also be made to appear in a game. When an operator adds various conditions to a character in this case, the feature which becomes advantageous at the time of waging war can be given to a character. For example, a character good at running can be created by carrying out operation of running to a character on a screen. Moreover, a strong character can be created by carrying out operation of carrying a thing to a character on a screen.

[0049] The character created as mentioned above can be made to appear in a pitched-against each other type game. As an example of this pitched-against each other type game, for example, a sporting event is made to perform in a character on a screen, and there is a game which determines victory or defeat by acquisition mark. Furthermore, when victory or defeat are determined, the character by the side of a loser may be transmitted to a winner as a premium. That is, the data about the character by the side of a loser is automatically transmitted to a

winner's game machine, the character RAM by the side of a winner memorizes, and the data about a character is automatically eliminated from the character RAM by the side of a loser.

[0050] With the forms 1-4 of the above-mentioned operation, although the communication line is established between two game machines, the number of game machines is not limited to two, may establish a communication line among three or more game machines, and may perform one game by three or more operators.

[0051]

[Effect of the Invention] According to this invention, a pitched-against each other type game can be performed through a communications network. Therefore, one pitched-against each other type game can be performed by two or more operators, without being restrained by a geographic factor.

[Translation done.]

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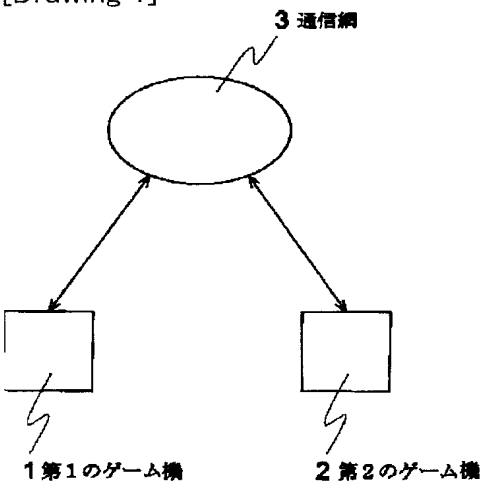
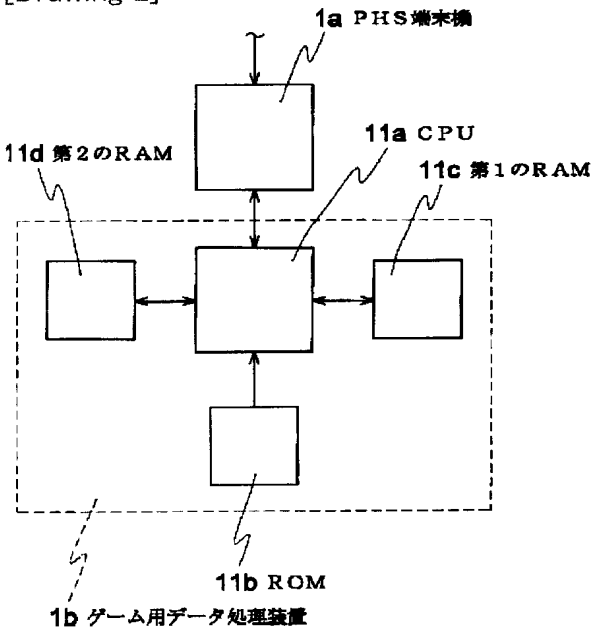
Translated: 17:43:19 JST 07/22/2008
Dictionary: Last updated 07/18/2008 / Priority:

DRAWINGS

[Drawing 1]



[Drawing 2]



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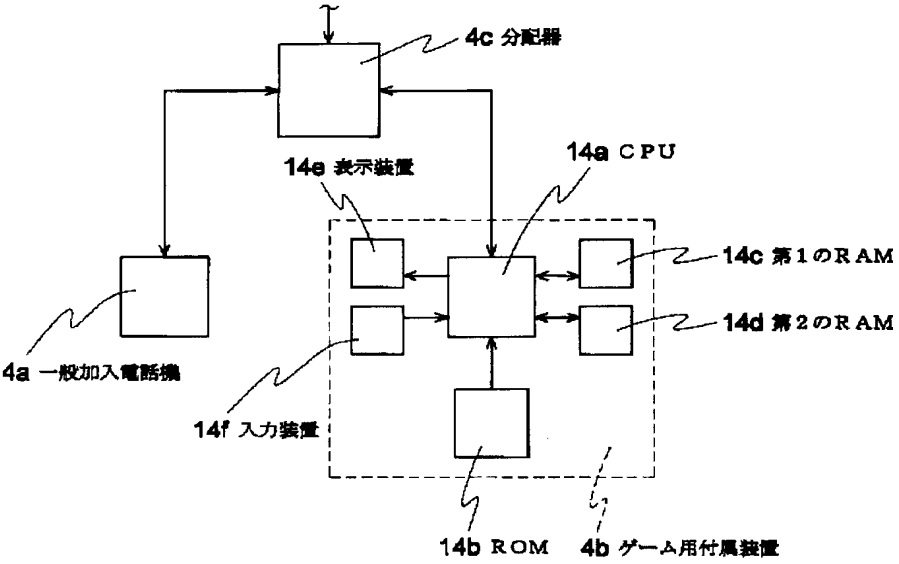

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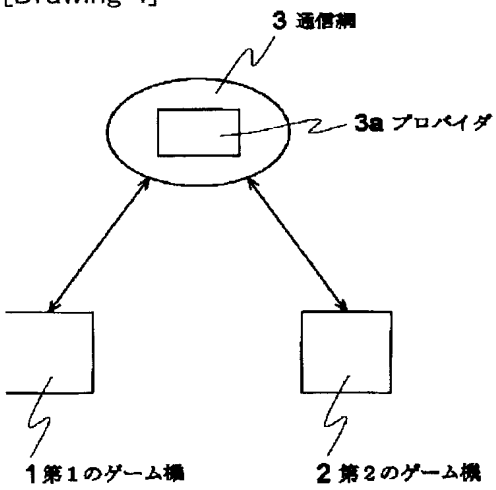
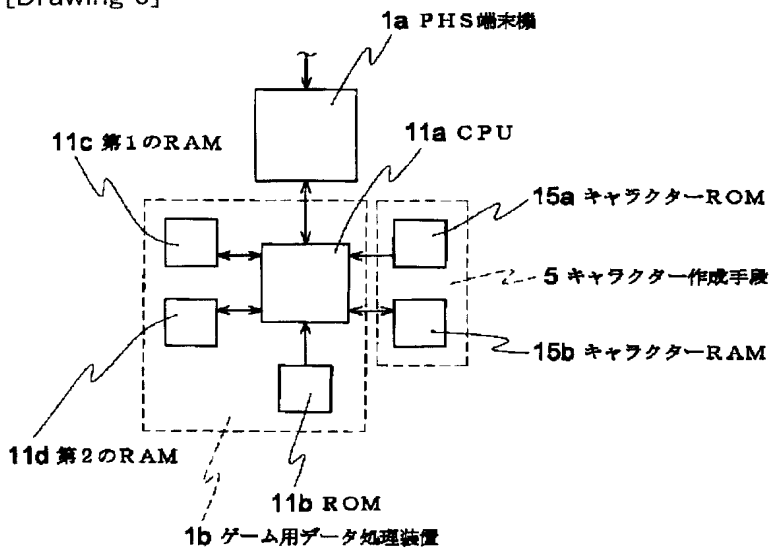


[Drawing 5]



[Translation done.]